

Content Overview

Computer systems

- Systems Architecture
- Memory
- Storage
- Wired and wireless networks
- Network topologies, protocols and layers
- System security
- System software
- Ethical, legal, cultural and environmental concerns

Computational thinking, algorithms and programming

- Algorithms *
- Programming techniques
- Producing robust programs
- Computational logic
- Translators and facilities of languages
- Data representation

Programming project **

- Programming techniques
- Analysis
- Design
- Development
- Testing and evaluation and conclusions

Assessment Overview

Computer systems

(01)

80 marks

1 hour and 30 minutes

Written paper

(no calculators allowed)

40%
of total
GCSE

Computational thinking,
algorithms and programming

(02)

80 marks

1 hour and 30 minutes

Written paper

(no calculators allowed)

40%
of total
GCSE

Programming project

(03/04)

40 marks

Totalling 20 hours

Non-Exam Assessment (NEA)

20%
of total
GCSE

* Algorithm questions are not exclusive to Component 02 and can be assessed in all components.

**Indicates inclusion of synoptic assessment.

Learners who are retaking the qualification may carry forward their result for the non-examined assessment component.